MONKEYMATH

Artworx®

Artworx Software Company, Inc.
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Marc And The Math Factory

The warm sun broke through the leaves of the tree where Marc slept, and he awoke to look at the jungle sky. There was no breeze. It would be hot today, even for the jungle. Marc did not like heat, but he did like to eat. Food was sometimes hard to find, and other times easy to find but hard to reach. Today Marc had to both look hard and work hard for his breakfast. When he finally did get his banana, he clutched it tightly. He looked for a cool place to eat it, and found a smooth rock by a little pond. He dangled his feet in the water to keep cool. Marc really did not like hot weather. But he loved bananas. "Hot weather is all the jungle ever has," Marc thought. As he laid down for a nap he wondered if there were any places where it was not so hot, a cooler place where he could get bananas. He scampered over to the jungle drugstore and bought a copy of Monkey News. He read the help wanted

page and noticed that the Math Factory was hiring monkeys to do math problems.

Marc called the number listed in the paper, 226-2627. On the telephone dial, that spells "bananas". He was offered the job! He would work from 8 to noon, and stop for a lunch break. If he did at least 6 problems correctly, he would receive bananas for lunch. Then he could keep earning bananas as he worked from 1 to 5, eating his bananas at the end of his work day.

Marc arrived at work early. He had never been in a math factory before. His boss showed him how the math machine worked. Little monkeys ran on a conveyor belt. Numbers were brought out onto the belt and made into problems. The numbers zero through nine moved across the top of the machine. In the middle was a hopper, a

large bin in which to catch the answers. Marc would stand at the machine moving back and forth above the numbers. He would punch the correct number making it tumble through the hopper and land on the conveyor belt to answer the problem.

Marc liked the machine and the little monkeys. Most of all he liked his pay - bananas. He knew though, that if he didn't answer enough problems correctly, he wouldn't get any bananas. Marc's boss gave him a pat on the head and said "good luck" and then he left. Marc is ready to work now but he is worried. He doesn't know any math. He needs someone to help him do the problems. Will you help him fill in missing numbers? Can you help add, subtract, multiply and divide? Come along to the Math Factory and help Marc earn his yummy bananas.

MONKEYMATH™

written by Dennis Zander
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Required:
Atari - 16K, BASIC cartridge and 1 joystick
VIC-20 - 8K Expander and 1 joystick*
Commodore 64 - 1 joystick*

DISK LOADING INSTRUCTIONS: For the Atari and Apple computers, insert disk into drive and turn on the computer. Program will auto-load. For VIC-20 and Commodore 64 computers, put disk into drive and type: LOAD"*",8,1. After program is loaded, type RUN and press the return key.

CASSETTE LOADING INSTRUCTIONS: For the VIC-20 and Commodore computers, press the shift key and the RUN key simultaniously, then press PLAY on the program recorder. Tape will then auto-load. For the Atari computer, turn on the computer while holding down the START key. Depress the PLAY key on the program recorder and then press the RETURN key on the computer. Tape will autoload.

MONKEYMATH allows you to choose one of five mathematic operations (or a combination of all five) at three different difficulty levels. The operations are: counting (CNT); addition (ADD); subtraction (SUB); multiplication (MUL); division (DIV); or all five (ALL). Choose your selection by using the following keys:

Atari - press the SELECT key
Apple - use left arrow (←)
VIC/Com - press F5 key

Difficulty levels (0 is easiest, 2 is hardest) are chosen as follows:

Atari - press the OPTION key
Apple - use right arrow (→)
VIC/Com - press F3 key

To start the game:

Atari - press the START key
Apple - press the space-bar
VIC/Com - press the F7 key

After starting the game, use the trigger on the joystick to cause the monkey to hit a number and drive it into the answer bin (on the Apple, press the space-bar to hit a number). The monkey can be moved left or right by using the joystick (use the left right arrows on the Apple; the monkey can be stopped by pressing any key). The problem can be made to go faster by pushing the joystick forward (press the 'S' key on the Apple). Correct answers will be carried off by the chimps, who will then bring out a new problem. This goes on until the work shift is over (ar 5:00). Each correct answer is worth 50 points. Bonus bananas are given for each corerct answer after the first five, and are eaten at lunch or after the shift is over.

*Joysticks are optional for VIC-20 and Commodore 64 Computers. Use the left-right brackets ([]) for movement left and right; press the 'A' and 'Z' keys to increase/decrease speed and press the space-bar to hit a number.

Note to Parents and Teachers

MONKEYMATH is an educational program designed as a support tool for reinforcing basic skills in addition, subtraction, multiplication, division and number sequencing. It offers three levels of difficulty enabling the user to increase speed commensurate with his recognition and response ability. Because the child is rewarded through his accumulation of correct responses, he is encouraged to develop facility in sight recognition of answers - a successor to the flash card system. Because of its graphics, color and animation, MONKEYMATH rivals arcade games in terms of sheer enjoyment for the child.

We encourage you to read the story with the child(ren). Identification with the character Marc can provide an invaluable incentive to work toward skill development. Use of the poster and pictures is of course at your discretion. You may choose to use them as an immediate incentive to familiarize the child with the program or withhold them for a time as a reward once skill improvement is evident or when a particular level is mastered.